

bool **plane3=n** [y/n] plane-wave source

string **shotfile=** File with shot locations (n2=number of shots, n1=3)

bool **vel=y** [y/n] if y, the input is velocity; n, slowness squared

float **xshot=o3 + 0.5\*(n3-1)\*d3**

float **yshot=o2 + 0.5\*(n2-1)\*d2**

float **zshot=0.** Shot location (used if no shotfile)

## Used In

## GEO391

[hw3/sigsbee2](#)[hw3/sigsbee](#)

## GTI

[fdmod/ziggyFDM](#)[multi/tree](#)[multi/basic](#)[timec/anal](#)[wavem/dsr](#)[wavem/imp](#)

## SEP

[fmeiko/fmarch](#)[fmsec/cvel](#)[fmsec/marm](#)